

MAR 22 1923

THE FABLE OF

THE GAMBLERS ✓

Henry Cat is a master thrower of dice. Every time the famous Cat shakes the little cubes they click sweet music. He plays a tune of "seven come eleven" outside the entrance of Milton Mouse's domicile and the sporty little rodent is lured out. Henry wins all Milton's money and runs off to the vicinity of Fido Dog's house. After a few throws, Fido hears the "music" and loses his money in a game with the slick Cat. Now, Farmer Al Falfa sees this gambling and comes out to stop it. He seizes the money and dice and tells his Cat and Dog: "I'll have no gambling around this place." Then the Farmer goes out in the orchard and shakes the dice. Sam Slicker, from his usual hiding place behind a tree, observes Al and sees in him an easy mark. Al next gambles with Henrietta Hen. After she loses several eggs, the Chicken quits and eats the dice and money. Al is furious. Sam who has followed Al, pulls a deck of cards out of his pocket and starts to shuffle them. Al is interested and asks Slicker if he may join him in a game. That is just what Sam is aiming for, so he agrees to let Al play. The pair go into the chicken coop and start a game. Both place good bets and then ponder whether or not they have the right cards to turn the trick. Henry Cat and Fido Dog peek in through the window and see a chance for fun. One slips into the coop and taps Sam on the back and gives him four aces and the other does the same thing to Al. Both players show evidence of excitement and hopes of a "clean-up" and each tries to out do the other in stacking up the chips. Before he makes his play, Sam gets up and turns around three times. "I'm superstitious" he explains as Al becomes even more excited. Henry and Fido hear the word "superstitious" and plan a trick. While Fido bangs against the sides of the coop with a heavy club, Henry runs into the house and yells, "The world is coming to an end." Al and Sam jump up in terror and run out of the coop. It starts to rain so Henry leads the pair into another small coop and slams the door. Henry and Fido hitch Maud Mule to the house and bang on the house until the steed becomes frightened and runs away at high speed. Inside Sam and Al huddle together in fear. Maud runs along until she comes to a ravine. Then she makes a great leap and clears the space but the coop with its two victims falls down through space. With a mighty thud the coop hits the ground. Al and Sam believe they are playing on harps at the gates of heaven. Then as they revive amid the wreckage they see visions of the money left in the other chicken house. All the while they had held on to their winning hands of cards. So they both rush after the money. Then they reach the coop a voice calls, "Gangway". And Henry and Fido come out with a wheel-barrow load of money. Before Al and Sam can block their way, the pair disappear in the distance. Then the card players decide to show their hands and when they find that they both hold similar cards both faint dead away. Thus we draw the moral "Never gamble in a hen house".

# Title of Motion Picture

*The Gambler* *Falke*

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